

BBBBBBBB	PPPPPPP	AAAAAA	SSSSSSS	TTTTTTTT	RRRRRRR	UU	UU	CCCCCCC	TTTTTTTT
BBBBBBBB	PPPPPPP	AAAAAA	SSSSSSS	TTTTTTTT	RRRRRRR	UU	UU	CCCCCCC	TTTTTTTT
BB	BB	PP	PP	AA	AA	SS	TT	RR	RR
BB	BB	PP	PP	AA	AA	SS	TT	RR	RR
BB	BB	PP	PP	AA	AA	SS	TT	RR	RR
BB	BB	PP	PP	AA	AA	SS	TT	RR	RR
BBBBBBBB	PPPPPPP	AA	AA	SSSSSS	TT	RRRRRRR	UU	UU	CC
BBBBBBBB	PPPPPPP	AA	AA	SSSSSS	TT	RRRRRRR	UU	UU	CC
BB	BB	PP	PP	AAAAAA	SS	RR	RR	UU	CC
BB	BB	PP	PP	AAAAAA	SS	RR	RR	UU	CC
BB	BB	PP	PP	AA	SS	RR	RR	UU	CC
BB	BB	PP	PP	AA	SS	RR	RR	UU	CC
BBBBBBBB	PP	AA	AA	SSSSSS	TT	RR	RR	UUUUUUUU	CCCCCCC
BBBBBBBB	PP	AA	AA	SSSSSS	TT	RR	RR	UUUUUUUU	CCCCCCC

....

RRRRRRR	EEEEEEEEE	QQQQQQ
RRRRRRR	EEEEEEEEE	QQQQQQ
RR	RR	EE
RRRRRRR	EEEEEEEEE	QQ
RRRRRRR	EEEEEEEEE	QQ
RR	RR	EE
RR	RR	EEEEEEEEE
RR	RR	EEEEEEEEE

+ This file, BPSTRUCT.REQ, defines the data structure definition macros
to aid people using BLISS BLOCK data structures

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MODIFIED BY: J. Barker

Changes to facilitate use with BLISS-32 on VAX.

Edit History:

1-001 - Original, from STRUCT.R32, from ESE. JBS 02-OCT-1979
1-002 - Remove the defense against requiring this file redundantly.
JBS 02-OCT-1979
1-003 - Add copyright notice. SBL 11-Mar-1980

-- POSITION AND SIZE MACROS

The following macros must be used in defining field names for
compiler structures to supply the position, size and extension
values for a BLOCK or BLOCKVECTOR structure reference.
The various forms are :

A	Materialized Address.
L	Longword.
W	Zero extended word.
B	Zero extended byte.
V	Zero extended bit field.
M	Define bit field mask.

SW Sign extended word.
SB Sign extended byte.
SV Sign extended bit field.

The "A" forms should be used whenever the field being defined is such that the only valid structure reference is one that materializes the address of the field. An example of such a field is an ASCII string.

Each of the "V", "M" and "SV" forms takes one or two arguments. The first parameter is the bit position within the word and the second is the size of the field. The second parameter is optional; the default size is 1.

MACRO

A_= 0, 0, 0 %.
L_= 0, 32, 0 %.
W_= 0, 16, 0 %.
B_= 0, 8, 0 %.
V_(P,S)= P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %.
M_(P,S)= 1^(%IF %NULL(S) %THEN 1 %ELSE S %FI + P) - 1^P %.
SW_= 0, 16, 1 %.
SB_= 0, 8, 1 %.
SV_(P,S)= P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %;

! End of file BPSTRUCT.REQ

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VAX/VMS V4.0

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BASERMSG REQ	BASFRAME REQ	BASOPN REQ	BPAFSBDEF REQ	BPASTRUCT REQ
BPAADABDEF REQ	BPAERBDEF REQ	BPAERDEF REQ	BPAFUNDDEF REQ	BPAXRBDDEF REQ
BASINARG REQ	BASINARG REQ	BASINARG REQ	BASINARG REQ	BASBUFSIZ LIS
BASIOERR REQ	BASIOERR REQ	BASIOERR REQ	BASIOERR REQ	MATRIX MAR
BPAFQBDEF REQ	BPAFQBDEF REQ	BPAFQBDEF REQ	BPAFQBDEF REQ	BASCB LIS
BASRTL2 MAP	BASPAR SOL	BASLINK REQ	BPAMSGDEF REQ	BASCANTYP LIS
BASRTL MAP	BASRTL MAP	BASRTL MAP	BASRTL MAP	BASRTL MAP